

*The
Carolina
Command
&
Commentary*

*Special
Generic
Cover
Issue*

Issue 109/January 1998

The Carolina Command and Commentary

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Editor Emeritus
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Game Starts:

Diplomacy: Starts page 8, next game has two.

Gunboat: Have three, need four.

Winter 1898: Have two, need five.

Acquire: Have one, need three.

Outpost: Starts next issue.

Destroyer Captain: Continual openings.

Subscriptions: \$.75 per issue, \$1.25 overseas.

Gamefees: \$5 per game for Dip & Gunboat, otherwise free.

Current Standby List: Kent, Holley, Taylor, Wilson, Partridge, Scholl, Conlon, Easton, Milewski, Lurz, Davis, Whyte

The Carolina Command and Commentary is available from Michael Lowrey, 4322 Water Oak Road, Charlotte, NC 28211. Phone and fax: (704) 366-2311. Call before you fax !!
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Random Notes

Another year, another issue of CCC, the 109th to be exact. OK, everybody please note my new address: 4322 Water Oak Road, Charlotte, NC 28211. My new phone number is (704) 366-2311. The email address remains the same as before. Please also note that I have a sometimes female roommate named Tracey (she is *not* my girlfriend). Give her orders at your own risk!

On to hobby notes. *Zine Register* #27 went out a few days before this issue of CCC. It is the write up on what's left of the PBM Diplomacy hobby. Copies are available from me for \$2. Two CCC subbers have new email GMing ventures going. Vince Lutterbie (melvin@cdsinet.net) has offered to GM Outpost. Rob Hensley as a more ambitious effort, essentially an internet zine (including posting the game he's in CCC) going at www.home.earthlink.net/~hensley.

Keith Oschman

Unemployment sounds like a drastic solution to chalk dust problems!

»Yes it does, doesn't it though I'm not sure it's a factor. I have a new department head, and like all new micromanager bosses, he needs to feel important and in charge. The first step was to have us meet to discuss things. No big deal; he didn't express any obvious dissatisfaction with my performance and stated that he was happy with the four part-timers the department had. A week later, I talked to him about the spring schedule. He said he'd get back to me once the budget had been approved. The next thing I know, he and maybe another prof would sit in on a class so he would have a better idea about our styles and to generate "feedback." That comes and goes — and I hear nothing back for over a week (nice feedback) other than this had turned into not just an informal way to generate some feedback, but a formal evaluation of all the part-timers.

When I'm finally called in, I am informed that I'm not getting any classes for the spring. My

Continued on page 11

SMS Seeadler

The war at sea in World War I is often regarded as a boring side show to the general bloodshed on land. At most, the German submarine campaigns from 1916 on attract attention, though they are poorly explained. Even more completely obscure are late war German surface raiders: merchantships fitted with guns that served with some distinction. None of these raiders is more fascinating than SMS *Seeadler*, a sailing ship sent out from Germany in late 1916 to cruise the merchant shipping lanes and wreck havoc.

The initial wave of German raiders, cruisers on colonial station and hastily armed liners caught away from Germany, achieved some marked successes in late 1914 before being hunted down by the Royal Navy. With the passing of these ships and the Etappe resupply system, Allied merchant ships could again go as they pleased on the world's oceans while Germany was effectively blockaded. To counter this development, Germany would resort to submarine warfare and a new wave of raiders from 1916 on.

The key challenge for a surface raider was resupply; how could one have a ship with sufficient range to operate over vast distances when resupply was impossible. The German Navy's solution was the use of armed merchant ships, with anonymity trading off for speed. The ultimate in this approach would, of course, be a sailing ship, which could always rely on the power of the wind to get from point to point. And so it was, in late 1916, that the German admiralty decided to send out a sailing ship raider.

The ship chosen for the conversion was the *Pass of Balmaha*, a full-rigger captured in June 1915 by the U36. Some 274 feet long and with a registered tonnage of 1,571, the Clyde built ship was launched of August 9, 1888. In her role as a warship, two 88mm (3.5 inch) guns were fitted, one port and one starboard, immediately behind the forecastle. The only other armament were a few machine guns and small-arms. Top speed was some 14 - 16 knots under sail. To allow for movement when the winds were calm, an auxiliary diesel engine was fitted. The crew numbered seven officers and 57 men. The *Seeadler's* captain was Kapitänleutnant Graf Felix von Luckner.

As, obviously, *Seeadler* was not a match for virtually any other armed ship, stealth was re-

quired. The *Seeadler* would sail from Germany masquerading as a neutral Norwegian ship. More than twenty Norwegian speaking sailors bunked above deck, while great attention was paid to details to make the ship look Norwegian, including taking pictures to Norway to have Norwegian photographers' names stamped on them.

On December 21, 1916 the *Seeadler* sailed as the Norwegian *Hero*. On Christmas day, she was stopped by the British merchant cruiser *Avenger* — a ship that could easily blow *Seeadler* out of the water. The sailing ship's disguise held, and she was sent on her way.

The raider's first victim came on January 9. The *Gladys Rose*, a steamer of 3,268 tons, stopped after three shots were fired across her bow and funnel. The *Lundy Island* of 3,095 tons was taken the next day. On January 21st, the 2,199 ton sailing ship *Charles Gounod* was captured and scuttled midway between Brazil and West Africa. The 24th produced the small sailing ship *Perce*, which was quickly sunk after her crew was taken off.

On February 3, the four-masted barque *Antonin* was taken and scuttled after the *Seeadler* raced her for sport. Six days later, a similar fate befell the 2,431 ton *Pinnore*, a ship on which von Luckner had once sailed. On February 26, the British *Yeoman* and *La Rochefoucauld* became the *Seeadler's* seventh and eighth victims.

March brought additional victims as the 2,206 ton *Dupleix* was taken on the 5th and the 3,609 ton steamer *Hongarh* on the 12th after igniting a fake fire and launching distress flares to get the ship's attention. The French *Cambonne* was taken on the 21st, partially demasted and released with the 300 or so prisoners *Seeadler* had taken to date.

April saw the *Seeadler* cross into the Pacific and continued westward toward Tahiti. The small schooners *A.B. Johnson*, *R.C. Slade*, and *Manila* were destroyed en route. On August 2, 1917, the *Seeadler* was at Île Mopélie undergoing repairs when the ship ran aground and became a total loss. After a series of adventures, including the capture of a French vessel, the *Seeadler's* crew were all captured or interned in Chile.

All told, the *Seeadler* would account for 14 merchant ships of 28,140 gross registry tons.

— Michael Lowrey

House Rules for Diplomacy

The below listed house rules supersede all previously published house rules.

1. Preference lists for gamestarts will be accepted, but not published. A player can also specify people he/she does not want to play with, but then is not guaranteed a spot in the game.

2. CCC uses the 1982 Avalon Hill Rules. Abbreviations for CCC will consist of the first three letters of a province name. I will accept any abbreviation that is not ambiguous; the following is a list of suggested ones for touchy situations:

Bot — Gulf of Bothnia, Naf — North Africa, Lyo — Gulf of Lyon, Nth — North Sea, Nat — North Atlantic, Nwy — Norway, Nwg — Norwegian Sea, Tyn — Tyrrhenian Sea, Tyl — Tyrolia

The following abbreviations will also be used:

A — Army, F — Fleet, H — Holds, C — Convoys, S — Supports, U — Unordered, d — dislodged, r — retreats to, ann — annihilated, ec — east coast, nc — north coast, sc — south coast, OTM — ordered to move, OTB — off the board, NSO — no such order, NSU — no such unit, NMR — No move received, NRR — No build received, NVR — No vote receive, NRR — No retreat received

3. Summer/Fall and Winter/Spring seasons will always be played together, unless a request for a season separation is made by 33% or more of the players. The GM also reserves the right to make a separation in certain circumstances, but will not automatically separate Winter 1901 from Spring 1902. Conditional orders will always be accepted.

4. Orders for a game should include name of game, date, game season, and country played. I'll use the latest set of orders received and will accept orders by phone or email. Orders will be accepted for future seasons and perpetual orders will be accepted; general orders will not be accepted.

5. Orders which fail will be underlined. A player who NMRs will have a standby player called for

that position. If a second consecutive NMR occurs, a player will forfeit his position, game fee and remaining subscription. There will always be a standby player called; no Civil Disorders will occur in this zine.

6. Errors in the adjudication must be brought to the GM's attention before the next deadline or they stand. The written adjudication takes precedence over the map. A player who has not received the adjudication by 2 weeks after the deadline should contact me to see what happened. The player bears all responsibility for NMRs which occur as a result of the postal service losing the zine or his/her orders.

7. Spring 1901 orders will be due the deadline after the gamestart announcement. This period will be extended by an additional deadline at a single player's request. If a player does not submit orders by the original deadline a standby will be called to submit orders just as in any other season and the deadline will be extended.

8. Proposals to end the game before an 18-center win will be accepted anytime after Spring 1905. One negative vote is enough to kill any proposal, and a NVR will count as a yes. Any result will be allowed, except a concession or draw involving a player who is no longer in the game. I will not publish a player's vote for any reason but will publish the number of votes cast yea or nay. The GM also reserves the right to end a game which has a demonstrable stalemate line or which has not changed supply center distribution in three game-years.

9. Press is encouraged, but cannot be conditional. Black press is prohibited; grey press is allowed. The GM reserves the right to edit press for content or length.

10. Attempted deception of the GM will not be tolerated. It also will not succeed, as I am all-knowing and all powerful...

—MPL

Konrad Adenauer (97W) Spring 1902

<i>Austria</i>	Ed Rothenheber	11757 Love Tree Ct Columbia MD 21044
<i>England</i>	Kevin Wilson	373 Gateford Dr Ballwin MO 63021
<i>France</i>	Matthew Matz	4805 Cara Ct Chester Springs PA 19425
<i>Germany</i>	Timothy Scholl	2336 B Street Lincoln NE 68502
<i>Italy</i>	David Partridge	15 Elmer Dr Nashua NH 03062
<i>Russia</i>	Pat Conlon	PO Box 1413 Mammoth Lakes CA 93546
<i>Turkey</i>	Doug Hooper	1653 Allens Ferry Rd Smithville TN 37166

Supply Center Chart

<i>Austria</i>	(2)	bud, ser
<i>England</i>	(4)	edi, lon, lpl, nwy
<i>France</i>	(5)	bre, mar, mun, par, por
<i>Germany</i>	(5)	bel, ber, den, hol, kie
<i>Italy</i>	(5)	nap, rom, tri, ven, vie
<i>Russia</i>	(6)	mos, rum, sev, stp, swe, war
<i>Turkey</i>	(4)	ank, bul, con, smy

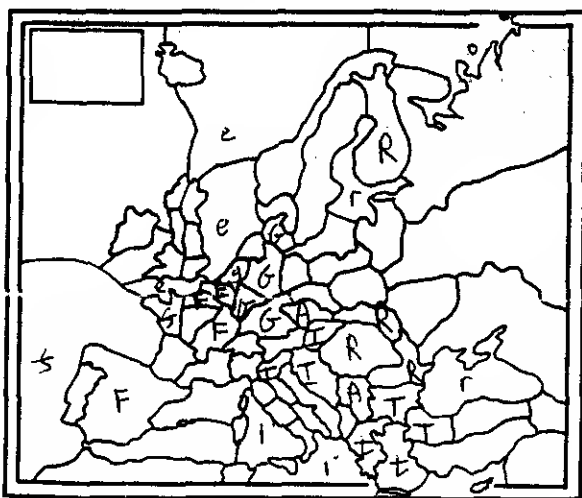
GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211

(704) 366-2311

Deadline: Fall 1902 orders are due February

Notes: Winter separation by player request. Press is on page 9.

<i>Austria</i>	<u>A Boh-Tyl, A Ser S Russian A Rum-Bud</u>
<i>England</i>	F Edi-Nwg, A Nwy-Bel, F Nth C A Nwy-Bel, F Eng S A Nwy-Bel
<i>France</i>	A Por-Spa, A Par-Pic, F Bre S A Par-Pic, A Mun-Bur, F Mid H
<i>Germany</i>	A Ber-Mun, A Kie S A Ber-Mun, A Bel-Ruh, A Den H, F Hol H
<i>Italy</i>	F Nap-Tyn, F Ion S Turkish F Aeg-Gre, <u>A Tri-Ser, A Ven-Tyl, A Vie S Russian A Rum-Bud</u>
<i>Russia</i>	A Stp-Fin, A Ukr-Gal, A Rum-Bud, A Sev-Rum, F Bla S A Sev-Rum, F Swe-Bot
<i>Turkey</i>	F Aeg-Gre, F Con-Aeg, A Smy-Con, <u>A Bul S Russian A Rum-Ser (nso)</u>



Drake Turn Sixteen

GM: Michael Lowrey 4322 Water Oak Road Charlotte NC 28211 (704) 366-2311

Deadline: Turn Seventeen orders are due February 8.

David Hood	Hickory Instellar Colonial Kingpins (HICK)
Keith Oschman	Galactic Unicorn
Vince Lutterbie	Vince's Winches
David Partridge	Barsoom Project
Pat Conlon	Spacehog

1. *HICK* opens the bidding on the first Planetary Cruiser. Spacehog gets it for 182 (NC18, NC 16, Mi20, Mi17, Mi16, Re12, Ti13, Ti12, Ti12, Ti12, Ti9, Ti7, Wa6). *HICK* opens and wins the second Planetary Cruisers for 160 (Mi20, Mi18, Ti13, Ti12, Ti11, Ti11, Ti10, Ti10, Ti9, Ti8, Ti8, Wa9, Wa8, Or2). *HICK* also buys a population factor to man its new acquisition (Wa5).

2. The *Barsoom Project* is the sole bidder on a Laboratory (Mi16, Ti13, Ti12, Ti8, Ti8, Ti7, Wa8, Wa8, Wa7, Or2, Or1). He transfers population from ore production to the new research factory.

3. *Vince's Winches* buys a New Chemicals plant (NC24, Re17, Re13, Wa6) and 5 robots (NC20, NC 16, Wa7, Wa7) to man the new plant and two water and two ore plants.

4. *Spacehog* transfers population from titanium production to man the planetary cruiser.

5. *Galatic Unicorn* buys two water plants (Wa9, Wa8, Wa8, Wa8, Wa7) and transfers population to water production from ore.

Factories/Upgrades

Outpost	Factories	Upgrades	VP
<i>HICK</i>	OrF, OrF, 2xWaF, 12xTiF	HE, No, 2xEP, 2xOL, 2xOu, PC	68
<i>Spacehog</i>	2xOrF, 2xWaF, TiF, 2xTiF, ReF, NCF	DL, Wh, HE, OL, La, PC	33
<i>Barsoom Project</i>	OrF, OrF, WaF, WaF, 5xTiF, Re	DL, Wh, HE, No, EP, OL	30
<i>Vince's Winches</i>	2xOrF, 3xWaF, WaF, 4xNCF	DL, DL, No, Sc, Sc, Ro	29
<i>Galatic Unicorn</i>	2xOrF, 3xWaF, 4xWaF	Wh, Wh, HE, No, Ro	15

Purchase Order: HICK, Spacehog, Barsoom, Vince's, Unicorn

Colony Upgrade Cards Available: Moon Base (200), Planetary Cruiser (160), Outpost (100), Ecoplants (50), Robots (50)

Not Yet Delievered: 3 Moon Bases, 1 Planetary Cruisers, 4 Space Stations, 1 Outposts, 2 Laboratories, 1 Robot, 2 Scientists

Notes: Minimum bids are listed in parenthesis.

Your production cards are:

Eduard Shevardadze (97E) Spring 1905

<i>Austria</i>	Eric Mikulaninec	2529 North Halsted, Apt N-1 Chicago IL 60614
<i>England</i>	Steve Cooley	23927 Ranney House Ct Valencia CA 91355
<i>France</i>	Matthew Matz	4805 Cara Ct Chester Springs PA 19425
<i>Germany</i>	Jim O'Kelley	664 West Irving Park Rd, Unit I6 Chicago IL 60613
<i>Italy</i>	Rob Hensley	1314 Joni Dr Louisville KY 40216
<i>Russia</i>	Randy Davis	5982 South Cedar St Freeland WA 98249
<i>Turkey</i>	Stephen Mayer	9454 Hawksmoor Ln Sarasota FL 34228

Supply Center Chart

<i>Austria</i>	(6)	bud, con, gre, ser, tri, vie
<i>England</i>	(5)	bre, edi, lon, lpl, nwy
<i>France</i>	(1)	par
<i>Germany</i>	(8)	bel, ber, den, hol, kie, mun, swe, war
<i>Italy</i>	(8)	mar, nap, por, rom, smy, spa, tun, ven
<i>Russia</i>	(2)	mos, stp
<i>Turkey</i>	(4)	ank, bul, rum, sev

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Deadline: Fall 1905 orders are due February 8.

Notes: Draws may now be proposed. Press is on page 9.

<i>Austria</i>	Build A Tri. F Con S A Ser-Bul, <u>A Gre S A Ser-Bul</u> , A Ser-Bul, A Vie-Gal, <u>A Bud-Rum</u> , A Tri-Ser
<i>England</i>	F STP(nc) r Bar, F Ska r Nwy. Remove A Bre. F Nwy-Ska, F Nth-Hel, F Bar-Nwg, <u>F Mid H (d. bre. eng. gas. iri. naf. nat. otb)</u> , A Yor H
<i>France</i>	A Par H
<i>Germany</i>	A Pic-Bel, A Bur S A Pic-Bel, A Sil-Mun, A Lvn S A War, <u>A War S Russian A Gal (nsu)</u> , F Hol-Nth, F Den S F Hol-Nth, F Ska-Swe
<i>Italy</i>	Build F Nap. F Nap-Tyn, F Wes S F Spa(sc)-Mid, F Spa(sc)-Mid, A Por-Spa, A Mar-Spa, A Smy S Austrian F Con, F Ion S F Eas-Aeg, F Eas-Aeg
<i>Russia</i>	Remove A Gal. A Ukr-Mos, A Stp S A Ukr-Mos
<i>Turkey</i>	<u>F Aeg-Gre (d. ann)</u> , <u>A Bul S F Aeg-Gre (d. ann)</u> , <u>A Rum S Rus A Gal-Bud (nsu)</u> , F Sev-Bla



Arleigh Burke (96J) Endgame Statements

Steve Cooley (Turkey/Draw): This game was quite peculiar. I know everyone says that about every game, but this *really* was! I thought I was going nowhere (and I wasn't) until my self-declared "enemy-for-life", Pat Conlon, who was in a better position than me, offered to puppet for me. I didn't think I could trust him, but at 3-4 centers I had no choice. This meant going after Italy and taking a few neutrals which had been his or Pat's. At one point, when I discovered the original England (Michael Guth) did not want to win and was going to "just hold on", I thought I could actually win. However, in the "tradition" of PBM Dip, Michael instead dropped out, bringing in the old pro, Paul Milewski. Then, I somehow "crossed" my "worthy opponent" (Pat) and I couldn't get Paul to stab Melinda (Germany). So, I was at 10 centers with no ally and in a fairly precarious situation. When I received news of the 2-way, I was quite pleased. In fact, I've never felt less deserving of a 2-way. Melinda played a solid tactical game, though she probably needed a bit more aggression. Central Powers cannot be passive *and* successful. Marcel (Russia) was hardly around long enough to notice. Stephen Mayer was a gentleman and it was a pleasure to play against him. If Pat hadn't made such a gracious offer, I'm sure we would have worked together. My thanks to Michael for his solid GM'ing.

Stephen Mayer (Italy/Survival): Whew! Thank goodness this game is over. I had been hoping it would end four game turns ago! I'm afraid that I would have been eliminated within two or three more turns at the most!

This game was a slow start for Italy. Although committed to an early alliance with Austria, I felt obliged to switch to join Turkey when Russia did not assist in Turkey's demise and Austria and myself could not make any inroads against Turkey. The folly of my change in sides was brought home to me when Turkey turned against me in turn and Allied with Austria. Actually I think I was doing Alright until Michael Guth (England) NMRed out. I had a workable alliance with him and a stable western border.

However, once Paul took Mike's place I knew my days were numbered as Italy does not fare well in a two front war. If Melinda had been adjacent to me, I would have ended up with a three front conflict. In spite of it all. I had a good time and want to congratulate Paul and Steve on a good win. Also want to thank Michael Lowrey for his excellent GMing. I appreciated bantering back and forth in the press with Pat and Steve and hope they took it in the spirit it was offered (i.e. fun). I look forward to meeting them in the future on "another battlefield."

Lord Mountbatten (98?) Game Start

<i>Austria</i>	Eddy Laforge	2602 W. Jackson St, Apt. 3	Tupelo MS 38801
<i>England</i>	Kurt Krueger	2616 Garfield Ave So #304	Minneapolis MN 55408
<i>France</i>	Kevin Welch	P.O. Box 2195	Madison WI 53701
<i>Germany</i>	Sean O'Donnell	126 S. Park	Oberlin OH 44074
<i>Italy</i>	Matthew Matz	4805 Cara Ct	Chester Springs PA 19425
<i>Russia</i>	Randy Davis	5982 South Cedar St	Freeland WA 98249
<i>Turkey</i>	Rob Hensley	1314 Joni Dr	Louisville KY 40216

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Deadline: Spring 1901 orders are due February 8.

Notes: The deadline will be extended by an issue at a single player's request. Please read the house rules listed on page 4.

Dispatches From the Front

Eduard Shevardadze

St. Pete-Berlin: I've been attacked by coyotes all game long, just like my Buster, I'm out to pasture, running for my life without a tree in sight.

London-Berlin: If I'm your #1 choice, I'd hate to see what happens to #2. An ally is NOT merely a buffer against your allies.

London-Berlin: Certainly I believe you and your three fleets will be nice to me—NOT!

London-Berlin: I'll see you in Hel(goland Bight) my friend!

Germany-Russia: I need another ally like I need a hole in my head. The ones I already have are gonna kill me.

London-St. Petersburg: Are ye with me laddie?

Rome-Moscow: I hear Russian summers are very balmy.

Germany-France: It appears that our French Elvis left the building three or four turns ago.

Rome-Paris: Thanks for a great game!

France-World: Elton John: "I'm still standing, Yeah, Yeah, Yeah!"

London-Rome: Best o' luck to ya...

Italy-Turkey: I've heard that Turkish coffee is strong but quite good. A toast to you sir!

Germany-Turkey: I'd wish yon a good new year But I'm afraid I'd regret That doing so here Would more *grins* beget.

Germany-Board: Great game thus far, guys. I hope 1998 brings more of the same!

Konrad Adenauer

France-Germany: You have Munich now but I shall return!

France-World: Come on guys, it's a buyer's market for German Real Estate.

Rome-World: What do you say we declare Munich an open city and all visit it in turn? Any volunteers to go next?

Rome-Berlin: Nothing personal of course, it's just that your hospitality has already won world renown!

Bonefish Turn Ten

David Hood	Plays D5	Merges Worldwide into Fest., Buys 3 Continen.
Vinco "The Drill" Lutterbie	Plays C2	Buys 3 Imperial
Pat Conlon	Plays I6	Buys 1 Continental, 2 Imperial
Ed Rothenheber	Plays B9	Starts American, Buys 2 Connie, 1 Imperial

	A	C	E	I	L	T	W	\$
Size	2	4	19	2	2	8	-	—
Price	300	600	800	400	200	600	-	—
Bank	23	8	4	17	11	5	18	—
P. Conlon	-	5	8	2	-	3	-	4150
D. Hood	-	6	-	-	5	7	7	4200
V. Lutterbie	-	-	3	4	9	10	-	350
E. Rothenheber	2	6	10	2	-	-	-	1400

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Deadline: Turn eleven orders are due February 8.

Order: Lutterbie, Conlon, Rothenheber, Hood

Notes: Vince trades 6 American for 3 Festival, and sells the other 2. Pat swaps his 8 American for 4 Festivals. Ed trades 8 American for 4 Festival and holds the extra share.

	1	2	3	4	5	6	7	8	9	10	11	12
A	x					C	C		A			x
B				F		C	C		A			
C	F	F	F	F	F					L	L	
D		F		F	F							x
E		F			F	F						
F			T			F						x
G	T	T	T			F	F		I	I		
H			T	T		F	F					
I	x		T	T		F	F		x			x

Your Tiles:

Random Notes

Continued from page 2

boss regarded me as "competent but not memorable" and said he was going to try other people out. I asked if this was based on the one lecture he had sat in on; his reply was that it had only "reinforced his general impressions of me." This comes from a person who misspelled my name on his evaluation...

My replacement is someone they found at the community college where I once taught. He is noted for giving take-home exams on material he hasn't covered. There's nothing like knowing I'm replaced by a quality instructor...

And, yes, I am still swelling the ranks of the marginally employed. I had a 5 hour interview with seven people at NationsBank, and have since been rejected. There's really nothing that's immediately on the horizon either...

Jeff Taylor

Just when you thought the vaults were empty, along comes *Led Zep* with a 2-disc collect of live stuff. The BBC Sessions aren't for everyone. In fact, if Best Buy hadn't included the title in one of its famous loss-leader promotions, bundling it with a 3rd disc of "lost" interviews for a mere \$16.99, I wouldn't have bit. But there is no doubt there is great music here.

The first disc consists of a series of recordings made in early to mid '69 for a variety of BBC programs. What we get is pretty much a straight ahead blues band playing with amps at 11, very close by your face. The recordings are very clean and clear, no mean trick for BBC engineers. They also provided for overdubs, making some sets less than "live." Highlights include at least one atomic reading of "Communication Breakdown" (there are three), some quite nice hyper-bluesey versions of "You Shook Me" and "I Can't Quit You Baby," and overall tight playing. On some tracks Jimmy Page sounds to be still playing a Telecaster, which makes for a bright clean tone his later Les Pauls lost. Plant is in fine squeal, doing his best blues hollering impersonation. Jonesy and Bonzo play as if they are unaware they are indoors.

Disc two jumps ahead to a April '71 London

gig recorded in its entirety. I first heard this show maybe 17 years ago on the radio and was lucky enough to tape it. The tape was dubbed to preserve it and cherished over the years. To have it now on disc is a personal treat.

The show functioned as a curtain raiser for several songs from the 4th album. It is odd to hear "Stairway" played to an audience that had never heard it before. You also wonder if the band had any idea what would happen to them with the release of songs they were previewing. In effect, the small venue, blues-rooted show would give way to the world stadia tour, gobs of money, fame, power and all manner of wretched excess.

The set kicks off with a chugging "Immigrant Song" and crashes right through to a 13 minute "Whole Lotta Love" that tacks on bits of "Boggie Chillin'," "Fixing to Die," "That's Alright Mama," and "A Mess of Blues." A great "Thank You" encore was recorded, but inexplicably never broadcast.

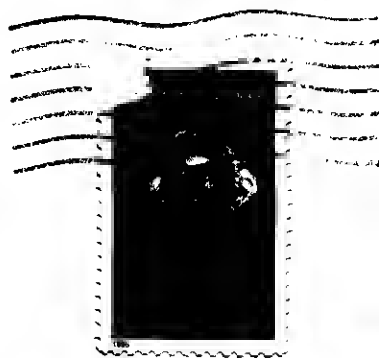
I noted with interest that the between song banter with the small studio crowd was cut out from the set. My taped version included Plant joking with the crowd, "If there who isn't on Mandrax in the room." Adding, "52 million," with wonder. Later we get: "Look at my bottle, completely gone, completely gone." Some back and forth with bandmates is also cut out as well as a couple of false starts on the new stuff. That is too bad because they really add to a sense of being there. Page, who put the package together, may have decided the chatter detracted from the music. Or, considering what would later befall the band, thought it in poor taste.

You'd have a hard time convincing me that maybe Page, as he was listening to this old stuff, didn't want to turn the clock back and chart a less stratospheric course with a special collection of musicians.

»As someone who has heard that 1971 radio show, I could not agree more with all your comments. Had *Zep* just been successful (and they were fairly successful, right out of the box) and not hugely huge, I wonder how much incredible music they would have made from about 1973 on (after the fourth album, it's pretty much a down hill slide as the excess sets in, though there are still great songs along the way like "No Quarter").

—MPL

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